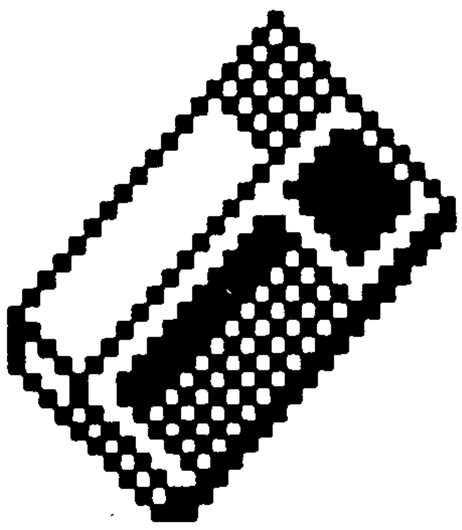

HUG

HOUSTON USERS GROUP

SEPTEMBER 1984

FILED

MEETING SCHEDULE
FIRST SUNDAY OF EVERY MONTH

(2ND SUNDAY IF 1ST SUNDAY IS ON A HOLIDAY WEEKEND)
2:00 P.M.

HUG TIBBS - (713) 699-2073

24-HOUR BULLETIN BOARD

NEXT MEETING: SUNDAY, SEPTEMBER 9, 1984
St. John's School - 2401 Claremont

PROP. of HUG
SET "A"
c/o R.Lumpkin
Houston Texas
713-469-5089

PRESIDENT'S COMMENTS

THIS MONTH, I HAVE SEVERAL THINGS ON MY MIND THAT I WOULD LIKE TO SHARE WITH YOU. YOU KNOW, I AM STILL SOMEWHAT AMAZED AT THE NEW ITEMS THAT CONTINUE TO BE MADE AVAILABLE FOR THE 99/4A. I HAVE KEPT UP PRETTY WELL WITH THE RUMORS OF THINGS THAT WERE BEING DEVELOPED FOR OUR COMPUTER BUT IT SEEMS THAT THIRD-PARTY COMPANIES JUST KEEP COMING UP WITH THINGS TO ENHANCE IT. SOME OF THESE THINGS INCLUDE NEW, SMALLER PERIPHERAL EXPANSION BOXES, A NEW DOUBLE-SIDED, DOUBLE-DENSITY DISK CONTROLLER CARD, AN 80-COLUMN CARD (ANNOUNCED BUT NOT YET AVAILABLE), SCORES OF NEW BOOKS SPECIFICALLY FOR THE 99/4A AND A CONTINUED SUPPLY OF SOFTWARE. WE'VE GOT A LOT OF COMPUTER TO WORK WITH AND NOW, WE HAVE JUST THAT MUCH MORE TO HELP US WORK WITH IT MORE EFFICIENTLY.

ONE OF THE SPEAKERS AT OUR LAST MEETING WAS MR. AL PAYNE, AN ATTORNEY AND CONSULTANT, WHO MADE A VERY INTERESTING PRESENTATION CONCERNING SOFTWARE COPYRIGHTS, AND JUST WHAT THIS MEANS TO BOTH THE AUTHOR AND USER OF A PROGRAM. I HOPE IT ANSWERED SOME QUESTIONS THAT YOU MIGHT HAVE HAD ABOUT THIS SUBJECT.

I HAVE MENTIONED IT IN THE PAST AND AM SURE I'LL MENTION IT AGAIN BUT THE OFFICERS OF HUG WHO ARE WORKING WITH ME THIS YEAR ARE DOING A GREAT JOB. THESE PEOPLE HAVE NO MORE SPARE TIME THAN MOST PEOPLE BUT THEY ARE INTERESTED IN CONTINUING TO IMPROVE OUR GROUP. I HOPE THAT YOU WILL LET THEM KNOW THAT YOU APPRECIATE THEIR HELP. THESE PEOPLE ARE THE REASON THAT OUR GROUP IS SUCH A VITAL AND ACTIVE ONE. THANKS TO THEM FROM ME, WHO REALLY DEPENDS ON THEM. I APPRECIATE ALL OF YOUR EFFORTS AND GOOD WORK.

ONE LAST THOUGHT. WE HAVE A NEW SECRETARY, CHIA GREER. SHE IS GOING TO HELP US IN A NUMBER OF WAYS AND I WANT TO EXTEND A WELCOME TO HER.

WELL, ENOUGH OF MY WANDERING THOUGHTS FOR THIS MONTH. SEE YOU AT OUR NEXT MEETING, WHICH WILL BE ON SEPTEMBER 9, THE SECOND SUNDAY OF THE MONTH.

WAYNE WRIGHT

THIS NEWSLETTER PUBLISHED MONTHLY BY THE HOUSTON USERS GROUP (TI HOME COMPUTERS). ANY OPINION OR ENDORSEMENT IS THAT OF THE AUTHOR, AND MAY NOT NECESSARILY REFLECT THE OFFICIAL OPINION OF 'HUG'. PERMISSION TO REPRINT GRANTED.

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TIPS ON TRADIN'

Have you ever looked at your software library of maybe 50 or so programs and wondered how some people have hundreds of programs in theirs? Probably the ones with many programs do a lot of trading. I will try to give you a few tips so you too can build up your library (if you want to).

Your first question may be "What can I trade if I only have a few programs to start with?" I heard one *super-trader* say that one guy wanted to trade, but had few programs. So he sent *super trader* some belt buckles, ball point pens and drinking glasses in exchange for a couple of disks full. I guess this is trading hardware for software. I'm not saying for you to go buy expensive belt buckles and such to trade.. I'm just pointing out that you can offer someone something of value for something they are giving you. I for one like apple pie and one might be worth 5 music programs in a trade. (Note: don't everyone show up at MUG with apple pies).

Once you decide you have something worth trading or that someone else has something you want, you need to contact that person and see about exchanging printed catalogs (or hand-written ones). Most people will send you a list of their programs, but usually it just by filename and size, which is difficult to tell what the program is about. That's why I suggest a program like DISKSEARCH (see software reviews) that will also tell what the subject of the filename is.

Here are a few guidelines if you want to start trading:
COPYRIGHTED Programs should NOT be traded! If it is a program you typed in from a magazine, you may trade it if the other person has a copy of the issue the program came from.
Always supply INITIALIZED Disks or blank cassettes to the person you are wanting software from. If you are swapping a disk for a disk, extras are not necessary. If supplying a blank disk, it's good to use your last name as the diskname.
When MAILING Disks use disk mailers or pack between sheets of cardboard and write on the outside "Magnetic Disk Do Not X-Ray". Also, if you are sending it to another country, include the statement on the outside "Free Computer Software, May Be Opened For Inspection."

Another good way to trade programs is via Modem. Short programs can easily be sent over the phone. Even if you have never sent programs over your modem, don't let this stop you as many of us will be glad to help you thru.

Now, how do you find out who wants to trade? Space does not allow for us to list everyone in the newsletter for free, but we are considering a "Trading" Ad section that you can list your name, number of programs, phone number and if you have a modem. These ad would run about $1.00. We'll let you know at the next meeting if we are going to start these ads.

This information should get you started trading. If you have any questions, call me. -Bill Knecht

MORE ON THE WIDGET

The Un-Enter Key

Any of you who have used the Navarone Cartridge Expander may have had the unpleasant experience of the Un-Enter key (the reset button). On several occasions I have been typing and instead of hitting ENTER, I hit the RESET button. That's why I call it the Un-Enter key.

I have come up with something that will help this situation. I bought a 3/4 inch plastic pipe coupling and brought out my mighty hacksaw to cut the coupling into three pieces. The middle piece had a ridge inside, so I threw it away. I took the other two pieces and sanded the edges smooth, then placed this over the reset button on the Widget. I can still reach in and press the reset, but I no longer hit it when I am aiming for the ENTER key. The other piece is not needed, so give it to a friend. The cost...28 cents and 10 minutes. *Bill Knecht*

SOFTWARE REVIEW

DISKSEARCH

PUBLIC DOMAIN PROGRAM

DISK KEYWORD SEARCH & FILE CATALOG (DISKSEARCH) is a program for keeping track of what programs are on what disks and what the program is about. If you have ever look at some elses catalog and noticed filenames like "Compucdre", "Jamcrash", etc., you might wonder what these are. Is Jamcrash a game or diet program where you eat only grape jam for a week? Well, with DISKSEARCH the subject is listed for all to see.

The program allows you to screen input the FILENAME, DISKNAME, LANGUAGE/FILESIZE, any ACCESSORIES like TE2 or Joyst and the SUBJECT. There is an option for changing data later or deleting the entry altogether. The program will also allow you to search for any Keyword in the filename or subject, i.e., if you type in "education", it will display any file which has education as part of the subject. There are two different print options included...one prints out a catalog with 18 entries per page, page numbers, form feed, date, total and the other prints out in a single line list form (good for giving to others). Filenames are also alphabetized with a fast sort routine. The program is menu driven with Instructins, Disk Catalog, Main Program and Optional Printout. The only drawback is that this program will not read the information from disks. It all has to be screen-inputted. It takes several hours to type in the information the first time, but it is great for looking up a particular program or giving a list of your programs to someone else. After the program is set up the first time it takes only a few minutes per week to update. DISKSEARCH runs in EXTENDED BASIC with MEMORY EXPANSION. The program was written over the past 6 months by Bill Knecht.

DISKSEARCH is available FREE except for $3.00 for the disk. Mail orders will be sent for an additional $2.00. Blank disks not traded for at this time. Copies will be available at the meeting. Call Bill Knecht 0473-5713 to reserve one. Other UGs feel free to order one for your members.

TIPS

It's haopened to some of us, (well at least to me). You have a small circle of friends who trade "home grown" programs. If you are like me, you don't write on the labels on disks, so you write the catalog on a piece of paper and stick inside the envelope. The paper falls out and now you have a disk and don't know who it belongs to. What I have started doing is writing a short 10 to 20 line program, that when it is ran, will show the name, address and phone number of the person who owns the disk. Those who request programs from the HUG library can include the program number and title in the list. Below is a sample:

```
100 PRINT "THIS DISK BELONGS TO:":
110 PRINT "        TONY JOHNSON":
120 PRINT "        1234 ANYPLACE DR.":
130 PRINT "        HOUSTON, TEXAS":
140 PRINT "                  99999":
150 PRINT "        PHONE  999-9999":
160 END
```

On the disk, save the program under the name of "DSK1.READ-ME". If the paper ever gets lost, all you have to do is run "READ-ME", and all the information you need is right there. *-Tony Johnson*

CURSOR DEFINITION

by Tony Johnson

It seems that every computer that you look at has a different type of cursor. Some have a blinking square, such as the 4A, some have a "^" sign, still others have, and my personal favorite, an "_". So, why can't the 4A have one?

After a few tries, I came upon it. First you need the following equipment: 1) Disk drive, 2) Extended Basic, 3) Expansion memory, 4) Editor/Assembler. You can get by without the E/A if you have a friend with one or can get the object code from someone who has the program. Then you need to do the following steps.

Step 1. Get into your E/A and enter the following program:

```
        DEF CURSOR,VMBW

VMBW    EQU >2024

NEWDEF DATA >0000,>0000,>0000,>7E00
CURSOR LI  R0,1008
       LI  R1,NEWDEF
       LI  R5,8
       BLWP @VMBW
       RT
       END
```

The data statement holds the hexadecimal code for the cursor. After entering it into the E/A, save the file in "DSK1.CURSOR1". Next, assemble it using the "R" option storing the object file in "DSK1.CURSOR". Below is source listing of the above program:

```
0001A          A0000B0000B0000B0000B7E00B0200BB03F0B0201C0000B02027F375F      0001
A0012B0008B0420B2024B045B7FA5CF                                               0002
50008CURSOR62024VMBW  7FA74F                                                  0003
:       99/4 AS                                                               0004
```

Step 2. Leave E/A and get into X-basic. Then type in the following program:

```
100 CALL CLEAR
110 CALL INIT
120 CALL LOAD("DSK1.CURSOR")
130 CALL LINK("CURSOR")
140 END
```

For those who aren't too familiar with these commands, the "CALL INIT" will prepare the expansion memory to load and run assembly program, the "CALL LOAD" statement will load the file after DSK1 into the expansion memory and "CALL LINK" will transfer control to the assembly language program. When the program finishes with the loading and linking of the program, control will be passed back to you, and you should have a blinking "_". Save the X-basic program under "DSK1.LOAD" so that every time you enter X-basic the cursor will come up as an "_". Also, the assembly program will stay in the expansion memory until you turn the power off or if you use a program such as TI-WRITER or E/A that will write over that memory location. When you come back to extended basic, just type in 'CALL LINK("CURSOR")' and the cursor will come back up.

MUSIC PROGRAMMING

Why do we see so many programs for music on the 99/4A? While most TI owners don't know a Megabyte from Boolean Algebra, and woudn't know a Munchman Mono if they stepped on one, everyone can enjoy a musical program. Music can be very effective for learning programing techniques because you can hear your results immediately, beginning with the first note, and while it is possible to program a song using only CALL SOUND statements, the bulkyness of the program encourages you to use arrays, subroutines, and data statements to simplify and condense the programs.

In addition to simple CALL SOUND statements, several program techniques can be used to enhance the musical sounds. These can be subsituted into the program below to illustrate the different sounds. All of these techniques are found in music programs in the club library.

During the presentation of these techniques at the May Club meeting the question was raised concerning the pause before the last note of each melody. It was suggested that a very high note (22222) be programed as the last note so we wouldn't hear the pause. This was done in line 210, and then I discovered that it isn't necessary to play that last note as long as it is in the data statement. Note that line 110 has only 13 steps while line 210 has 14 data values. Now the melody plays without a pause.

Now run this short program in basic or XB.

```
100 REM MARY HAD A LITTLE LAMB
110 FOR I=1 TO 13
120 READ N
130 REM SIMPLE MELODY
150 CALL SOUND(400,N,1)
200 NEXT I
210 DATA 659,587,523,587,659,659,
659,659,587,587,659,587,523,22222
```

Now use the edit features to try the following sounds.
For low-low notes, change

```
130 REM LOW-LOW
150 CALL SOUND(400,440,30,440,30,N*2,
30,-4,1)
```

For a simple organ sound, change:

```
130 REM ORGAN
150 CALL SOUND(400,N,1,N*2,4)
```

For a better organ sound, change:

```
130 REM BETTER ORGAN
140 FOR V=5 TO 25 STEP 5
150 CALL SOUND(-400,N,V,N*2,V,N*7.5,
30,-4,V)
170 NEXT V
```

For a harpsicord sound, change:

```
130 REM HARPSICORD
140 FOR V=0 TO 30 STEP 7
150 CALL SOUND(-400,N,V,N*2,V)
170 NEXT V
```

For a tremola sound, change:

```
130 REM TREMOLA SOUND
140 FOR J=1 TO 8
150 CALL SOUND(-50,N,1)
160 CALL SOUND(-50,N*1.03,1)
170 NEXT J
```

You may want to SAVE each of these programs, then by changing the data in line 210 (see appendex on page III-7 of Reference Guide) and adding more data in lines 220 etc., and by changing the 13 in line 110 to the number of notes you want to play, you can write your own songs. Remember to put one more note in your data than you have in line 110 so the computer won't pause.
Have fun, and we'll see you at the next meeting.

Jim Hubbard

from Atlanta A9CUS CALL NEWSLETTER - June 1984

FOR SALE

NEW TI PACKAGE including PERIPHERAL EXPANSION BOX, 32K MEMORY, DISK CONTROLLER & DISK DRIVE. Also TI WRITER & MULTIPLAN. All equipment still in boxes with warranty cards. BEST OFFER. Call CHUCK SEDITA @ 498-2927.

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TIPS For Other U.G.'s

MAILING LISTS & ZIPCODES

If you use a mailing list program that sorts by zip code, you may have a problem when mailing to a foreign country. Australia's code comes before the country and Canada's code has letters and numbers. To make these sort right along with the U.S. zip codes, I gave the foreign addresses a code of "10000". The labels are then printed at the first of my printout and all I have to do is take some Liquid Paper and white-out the "10000".

FORTH SINGLE-DRIVE DISK COPIER

EQUIPMENT NEEDED: CONSOLE, 1 DISK DRIVE, EDITOR-ASSEMBLER, BACK-UP COPY OF TI-FORTH

This program will allow you to make back-up copies of most disks in 6 passes. This is a lot faster than the 18 passes using the earlier copying information where you had to type in 0 1 2 3 4 CB CB CB CB CB etc. Everything is screen prompted for ease in using. The original program is from St. Louis 86 with revisions by Bill Knecht. The auto-load is by Larry Pipkin & Bill Knecht.

This program will have to be typed in on an extra copy of your original FORTH Systems Disk and used by itself, i.e., don't put any other screens on this disk. After you have made your back-up copy, follow these directions.

LOAD FORTH PROGRAM - Ed/Asm option 3 Load & Run DSK1.FORTH
Load -EDITOR. Type 41 EDIT (Enter) 41 should be blank. Type in SCR #41 then hit FCTN 9 (Back) to get the cursor below the screen. Type FLUSH and hit ENTER. The information is now saved on screen 41.

```
SCR #41
  0 ( half-fast one-drive disk copier -- C. Schram 4/28/84 )
  1 ( COLD load this screen and DUPLICATE )
  2 BASE->R DECIMAL -SYNONYMS 0 VARIABLE BIG 15358 ALLOT
  3 : ?# EMPTY-BUFFERS 0 BLOCK 10 + @ 256 1024 */MOD SWAP 0= 0= + ;
  4 : PAK CR ." PRESS ANY KEY " 52 GPLLNK KEY DROP CR CR ;
  5 : LMD ." LOAD MASTER DISK" PAK ; : LCD ." LOAD COPY DISK" PAK ;
  6 : DUPLICATE CLS 0 0 GOTOXY LMD 0 DISK_LO ! ?# DUP DUP
  7 DISK_SIZE ! DISK_HI ! LCD
  8 ." ... FORMATTING COPY DISK ..." 0 FORMAT-DISK
  9 0 DO CLS 0 0 GOTOXY LMD
 10 I 15 0 DO DUP I + DUP .  CR BLOCK BIG I 1024 * + 1024 CMOVE LOOP
 11  CLS 0 0 GOTOXY LCD
 12 15 0 DO DUP I + DUP .  CR BLOCK BIG I 1024 * + SWAP 1024 CMOVE
 13 UPDATE FLUSH LOOP
 14 DROP 15 +LOOP 1 DISK_LO ! ; R->BASE
 15
```

After you have entered and flushed screen 41, type in 3 EDIT (Enter) and make the following changes:

```
SCR #3
  0 ( WELCOME SCREEN )  BASE->R HEX 10 SYSTEM    ( Clear Screen )
  1 0 0 GOTOXY  ." Loading Forth Copier " CR 10 83C2 C! ( Quit off)

 12 41 LOAD
 13 CR CR CR ." READY...TYPE 'DUPLICATE' " CR CR CR CR
```

FLUSH this screen as you did with screen 41. Next type in 20 EDIT and Erase lines 9-15. Then add the following

```
 9
10
11
12    (12 spaces)     FORTH SINGLE-DRIVE
13                       DISK COPIER
14
15                    one moment please
```

FLUSH this screen and your program is now complete. Take the disk out and attach a "Write-protect tab". Put the disk back in the drive and enter COLD. Follow the prompts and enter MON when finished or COLD to copy another disk. This program runs automatically by loading DSK1.FORTH.

M & S COMPUTER SYSTEMS

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REVISED 8/17/84

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THE COUNT
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CORCOMP RS232 CARD($117.95 S.R.)	94.00	90.00
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VERBATIM DATALIFE DISKETTES, SSDD(BX OF 10)	25.50	23.75
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33 PROGRAMS FOR THE TI-99/4A(COMPUTE)		12.95	11.95
GUIDE TO EXTENDED BASIC HOME APPLICATIONS ON THE TI-99/4A		12.95	11.95
GUIDE TO TI-99/4A SOUND & GRAPHICS		12.95	11.95

BASIC GAME PROGRAM

from LA 99ers Topics -July 1984

```
100 REM ****************
110 REM *  HANGMAN      *
120 REM *BY TIM ANDREWS*
130 REM ****************
140 CALL CLEAR
150 CALL SCREEN(8)
160 PRINT "         H A N G M
A N": : : : : : : : : :"
      BY TIM ANDREWS"
170 PRINT :"MODIFIED BY GEOR
GE F STEFFEN": : :" PRESS AN
Y KEY TO CONTINUE"
180 CALL COLOR(13,9,9,14,2,2
)
340 GOSUB 1700
430 CALL CLEAR
460 FOR I=0 TO 5
470 E(I)=0
480 NEXT I
510 RESTORE
520 RANDOMIZE
530 FOR I=0 TO RND*100
540 READ M$
550 NEXT I
560 CALL CLEAR
590 CALL VCHAR(3,15,136,3)
600 CALL HCHAR(3,15,136,8)
610 CALL VCHAR(3,23,136,16)
620 CALL HCHAR(19,11,136,15)

630 FOR I=11 TO 19 STEP 2
640 CALL HCHAR(23,I,95)
650 NEXT I
660 FOR I=4 TO 29
670 CALL HCHAR(1,I,I+61)
680 NEXT I
710 I=0
720 GOSUB 1700
750 F=POS(M$,CHR$(K),1)
760 CALL HCHAR(1,K-61,32)
770 E(F)=E(F)+1
790 IF F THEN 830
810 ON E(F)GOSUB 1210,1240,1
300,1330,1360,1380
820 IF E(F)<6 THEN 720 ELSE
1194
830 I=I-(E(F)=1)
890 CALL HCHAR(22,F*2+9,K)
900 IF F=5 THEN 1190
750 F=POS(M$,CHR$(K),F+1)
920 IF F THEN 770
1190 IF I<5 THEN 720
1192 PRINT : : : : :"    ***Y
OU WIN***": : :
1194 PRINT "WANT TO PLAY AGA
IN?":"  PRESS Y FOR YES": :
: : : : : :
1196 CALL SOUND(500,440,2)
1198 GOSUB 1700
1200 IF K=89 THEN 430
1202 END
1210 CALL HCHAR(5,14,128,3)
1220 CALL HCHAR(6,14,128,3)
1230 RETURN
1240 CALL HCHAR(7,13,128,5)
1250 CALL HCHAR(8,13,128,5)
1260 CALL HCHAR(9,13,128,5)
1270 CALL HCHAR(10,13,128,5)

1280 CALL HCHAR(11,13,128,5)

1290 RETURN
1300 CALL VCHAR(8,11,128,3)
1310 CALL HCHAR(7,11,128,3)
1320 RETURN
1330 CALL HCHAR(7,18,128,2)
1340 CALL VCHAR(8,19,128,3)
1350 RETURN
1360 CALL VCHAR(12,13,128,3)

1370 RETURN
1380 CALL VCHAR(12,17,128,3)

1390 PRINT M$
1400 CALL SOUND(1000,-1,1)
1410 PRINT : :"      )YOU LOS
E(": : :
1460 RETURN
1700 CALL KEY(3,K,S)
1710 IF S<1 THEN 1700
1720 RETURN
1780 DATA TANGO,PANDA,APRIL,
PLANT,DAISY,LUNAR,CLAMP,BLIM
P,FRUMP,CRUMB,TRUCE,SNOWY,WH
ITE,SLAVE,BRAVE,SAVOR,TRAIL
1790 DATA SUGAR,SATIN,SILKY,
RANGE,STORM,SLASH,CRASH,BRAS
H,DRAPE,CHAIR,CORNY,HEART,RE
ADY,BLOWN,BROWN,BOWER
1800 DATA CRATE,FRIED,CRIED,
STUNG,GRUNT,TRUNK,NOSED,BOXE
D,YEARN,FRAUD,MIXED,MIGHT,FI
GHT,LIGHT,TRIED,BRIDE,GLIDE
1810 DATA SIGHT,CLASP,GRASP,
PAINT,SAINT,ARIES,LOVED,BREA
D,GHOST,ZONED,DROVE,RADIO,FL
OUR,LUNCH,LEMON,BREAK,SHIRT
1820 DATA WOMEN,WOVEN,TOWEL,
SLEPT,HASTE,HORSE,QUITE,SPIT
E,OTHER,SNAIL,LACED,HANDY,ST
ING,BRING,FLING,DRUNK,NIGHT
1830 DATA DRANK,PRANK,STANK,
THIEF,CAROL,COUNT,FROWN,CROW
N,WHEAT,SWEAT,WHILE,SMILE,FR
OZE,VENUS,DOXIE,FROGS
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HUG LIBRARY CATALOG ADDENDUM

September 1984

080 OMEGA MANIA !XB. Joysticks Optional - Destroy all the dice, hamburgers & life savers flying across the top of the screen before you run out of fuel and your ship is destroyed. *19 sectors*

120 HAMMURABI !XB -Extended Basic version of program 048 results in a smoother and faster running keyboard game. *34 sec*

121 HORSERACE !XB -Keyboard play at Rosenberg Raceway with graphics for 1 to 9 players. PLace your bets! *43 sectors*

122 ALPHA BLAST !XB -Race the clock to blast letters of the alphabet. Use the arrow (S,D,E,X) keys. *11 sectors*

124 CLONES !TI-B -Gather treasure while avoiding the creepy critters of Cloneland. Ten levels of difficulty. Nice graphics & sound. The keyboard response is a little slow, so you have to plan ahead. *40 sectors*

125 MISTER I !XB, Joysticks Rqd. -Can you move Mister T through the maze of flying scissors? *20 sectors*

126 TIC-TAC-TOE !XB -The best out of six games wins. Can you out-think the computer? *23 sectors*

127 AIR TRAFFIC CONTROLLER !XB, Disk Rqd. -You are visiting the control tower & are forced to take over. How well can you perform? Good graphics & sprite action. *41 sectors*

128 RODEO RACES !XB -This is the Australian version of a horserace. You are given $100 to bet. How well can you pick'em An addictive game with good graphics. *23 sectors*

592 THE ENTERTAINER !XB -A great job of programming by 10 year old Ross Jennens of Olinda Victoria, Australia. The words are displayed as Scott Joplin's music plays. *32 sectors*

593 CANADA !TI-B -The Canadian national anthem with a good rendition of the Canadian flag. *27 sectors*

594 OH, WHAT A BEAUTIFUL MORNING !TI-B or XB -Music with display of corn field. Options of Basic or Extended Basic versions on the same program. The music has reverb effect. *25 sectors*

720 CHARLIE BROWN CALENDAR !XB, Disk & Prog. 713 Rqd. - Charlie with 1985 Calendar. *48 sectors*

734 CRAZY QUILT !TI-B -Creates random pattern on the screen *5 sectors*

735 MESSAGE DISPLAY !XB -Displays a castle at the top half of the screen and your message at the bottom half. Can be used "as is" or modified as a sub-program to merge with your program. *9 sectors*

736 LOGO FOR LUNCH !XB -Pac Man eats the competition and only TI remains! Excellent graphics. This program is excellent "as is" or could be merged into your program. *26 sectors*

737 REVISED PRINTART !XB, Disk & Printer Rqd. -Revision of program 713 by Stephen Foster makes printing of D/V:80 programs to the printer much easier. *7 sectors*

738 PRINTDATA !XB, Disk & Printer Rqd. -Prints D/V:80 files to the screen or your printer in halfsize condensed mode. Requires Epson/TI or Gemini formatted printer. *7 sectors*

926 UTILITY SERVICE SPREADSHEET !XB -Utility service spreadsheet allows screen input of utility bills each month for comparison. With printer option for a permanent record. *31 sectors*

1117 GERMAN TUTOR !TI-B -You are given a word in German and you then type the English word. If you get the word wrong, you are given the answer & then asked to type it correctly. Stop anytime and the number of correct answers is given as your score. Data statements make customizing your vocabulary list easy. *11 sectors*

1118 PRIME NUMBERS !TI-B -Generates and displays prime numbers 3 to 1770 on the screen. *2 sectors*

-cont.

1348 EPSON/TI PRINTER DEMO $TI-B -Demonstrates the print styles of the Epson/TI printer. *7 sectors*

1349 TI-WRITER/MULTIPLAN ENHANCEMENTS, Disk Manager Rqd. -TI-Writer has been enhanced to provide true lowercase letters, eliminate the form feed while using the Formatter, and provide for a printer default while using the Formatter. Multiplan has been speeded-up a little, plus you will now have auto-repeat when moving the cursor around the screen. NOTE: Before performing the operations, make a back-up copy of your original TI-Writer & Multiplan system diskettes. The original enhancements cannot be restored. *Requires one (1) dedicated disk. 358 sectors*

1350 FORTH ASSEMBLER SOURCE CODE $E/A, Disk Rqd. -Two disks released by Texas Instruments contain the portion of TI Forth written in assembler. Part A (ASMSRC) is the dictionary entry for the 250 or so primitives that are present when Forth is booted. Part B (DRIVER) is the code for the I/O system and support for Forth. *Requires two (2) SSSD disks or one (1) DSSD disk.*

1351 FORTH SINGLE-DRIVE DISK COPIER $E/A, Disk Rqd. -Copies in 6 passes, copy disk can be but does not have to be initialized. Original program from St. Louis U.G. Revisions by Bill Knecht, Auto-load by Larry Pipkin & Bill Knecht Load & Run DSK1.FORTH. Enter MON to quit. *Dedicated SSSD disk rqd. 358 sectors*

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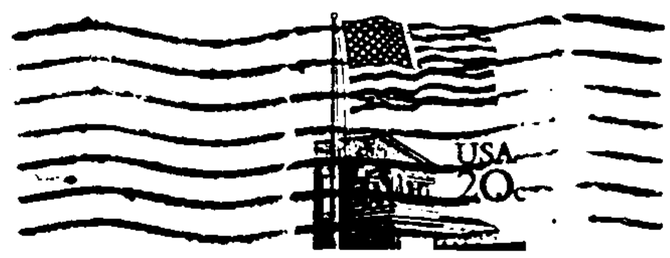

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